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T•HQ SOFTWARE
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PRINTED IN JAPAN

SNS-RR-USA

ROAD RIOT 4WD

INSTRUCTION BOOKLET

T•HQ SOFTWARE
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SUPER NINTENDO
ENTERTAINMENT SYSTEM

ROAD RIOT 4WD

We wish to thank you for purchasing ROAD RIOT for play on the Super Nintendo Entertainment System. We hope you enjoy many hours of incredible thrills and exciting action as you blast your way through the wild and crazy courses!

Get behind the wheel of a **4WD** car equipped with missiles that'll knock your opponents for a loop! Race on tracks that are built to baffle the best of them! Hairpin turns, moving obstacles and competitors with a mean streak make this the toughest test of your driving skills ever! Challenge a friend to 2-Player simultaneous play and really see the cars fly!

All the off-road racing and hair-raising chills are here in this red hot game from T•HQ!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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MADE IN JAPAN

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START YOUR ENGINES!!

After the opening screens elapse, the screen for player selection appears. Choose whether you want to play with one person or two by pressing any button when the selection you want is highlighted. Toggle between the 1-Player and 2-Player options by pressing the control pad. If two people are playing, either of their controllers will operate this function.

After you choose the number of players you get to select the difficulty level. The selections are: Rookie, Intermediate and Pro. What changes in each of these levels is the aggressiveness of the yellow drone cars. At the higher levels they will shoot more missiles and try to run you off the road. As with before, press any button to select the high-lighted option of your choice.

A beginner track is the first one you will encounter. Use this as a qualifying track to get a feel for the racing action!

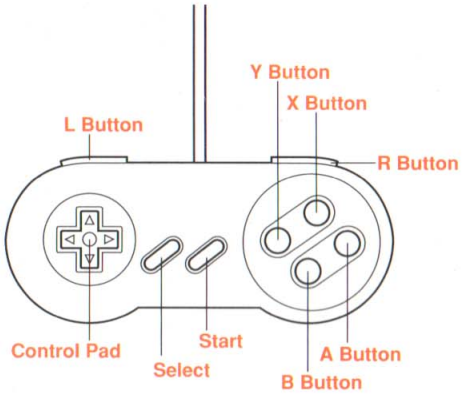
SELECT-O-MATIC

Once you complete the beginner's race you'll see the Select-O-Matic screen. You can choose any track, in any order you wish. Toggle among the choices by pressing the control pad. After completing any of the tracks (except the last one), you'll be given the choice of continuing to race or tally up all of the points. Once again, both controllers can make these selections.

After you have completed a race in the 1-Player mode, an icon will appear in the place where your host's face was located. You will see a 1st, 2nd or 3rd place trophy or a sucker (if you came in last). In the 2-Player mode, a banner is placed across the host's space which reads , "Race Complete." The game will tally the points for each player after you have completed all of the races, or after you select "NO" when asked if you want to continue the series.

CONTROLLING YOUR 4WD VEHICLE

The Controller



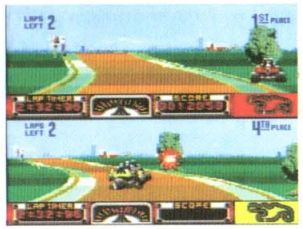
Control Pad: Turns the car left and right. Releasing the control pad returns the wheel to center.

Buttons: **A, B, X** or **Y** are used to accelerate the car. Use whichever one you find most comfortable. Your car will slow down when you release it.

Buttons R and **L**: (on top of the controller) Fire missiles at the opposing car(s). They will "blink" when you hit them successfully. The missiles do not damage the cars or drivers. They merely slow them down for a couple of seconds.

Start Button: Pauses and unpauses a race.

WINNERS AND LOSERS



The win screen appears if the tournament is completed. If a player's score is higher than any other score, then he or she may enter their initials in the high score table. To enter your initials, use the **Right** or **Left** arrows on the control pad or the **L** and **R** Buttons on top of the controller to pick the correct letter. Use **Up** and **Down** on the control pad to scroll through the alphabet, then press any other button to lock-in your choice.

Scoring Points

Winning all of the races at all of the tracks is the ultimate goal in both the 1-Player and 2-Player modes. Coming in first place at each track is how you do it. There are four ways to accumulate points:

1. No matter what place a player comes in at a track, if you finish the race you earn points. 1st place earns more points than 2nd place, and so on.
2. Hitting "Road Hazards" like piles of tires, hay bales, etc. earns points. Avoid "solid" objects like trees or rocks; those just slow you down.
3. Complete all tracks to earn 500,000 points!
4. Points are gained for every foot that is completed around a track. In other words, there's a set amount for each track. This combined with the Placement Points (from #1) and the Hazard Points (from #2) total the amount of points a player earns.

NOTES ON THE GAME

- Road Riot features a **split screen** display. Player #1 (using Controller 1) is always on the top of the split screen in the red car. Player #2 (or the computer in 1-Player mode), is on the bottom of the split screen.
- Steer straight over jumps or bumps because you can't control your car in mid-air (from a bump or flying off of a hill). If you lose complete control of your car, you can spin out or roll it - thereby losing your position in the race.
- If you collide with another car mid-air, you may go into an end-over-end roll that will lose a lot of time for you.
- If you're way out ahead of the pack in a race, take out a couple of road hazards to rack up some extra points!

WARRANTY INFORMATION

90 DAY LIMITED WARRANTY:
THQ SOFTWARE, INC. warrants to the original consumer purchaser that this Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ SOFTWARE, INC. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

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2. Notify the THQ SOFTWARE, INC. Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

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Consumer Service Department
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CREDITS

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(those cats are drivin' fast!)

NOTES